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77

COMMERCE GUILD SUPPORT SHIP

***Recusant*-class CIS warship**

Stark Hyperspace War

Jedi Master Oppo Rancisis

DeAGOSTINI

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CONTENTS

2 Legendary Craft
The *Recusant*-class Light Destroyer: Commerce Guild support ship

4 Action Stations
Grievous Damage: The *Recusant*-class light destroyer in action!

6 Welcome On Board
The Commerce Guild: Voracious conglomerate

10 Starship & Vehicle Directory
Diamond-class Cruiser: Commerce Guild courier

12 In Command
Commerce Guild Destroyer: Life after the Commerce Guild

18 Droids, Aliens & Creatures
Oppo Rancisis: Tail of a Jedi

20 In A Galaxy Far, Far Away
The Stark Hyperspace War: First strike

24 A Revolution In Film
Far From Grievous: Designing the droid general

26 Movie Magic
The *Recusant*-class light destroyer: Marking space

28 Did You Know?

29 *Star Wars* Planet Index
Sacorria – Sullust

NEXT ISSUE:
WOOKIEE CATARMARAN

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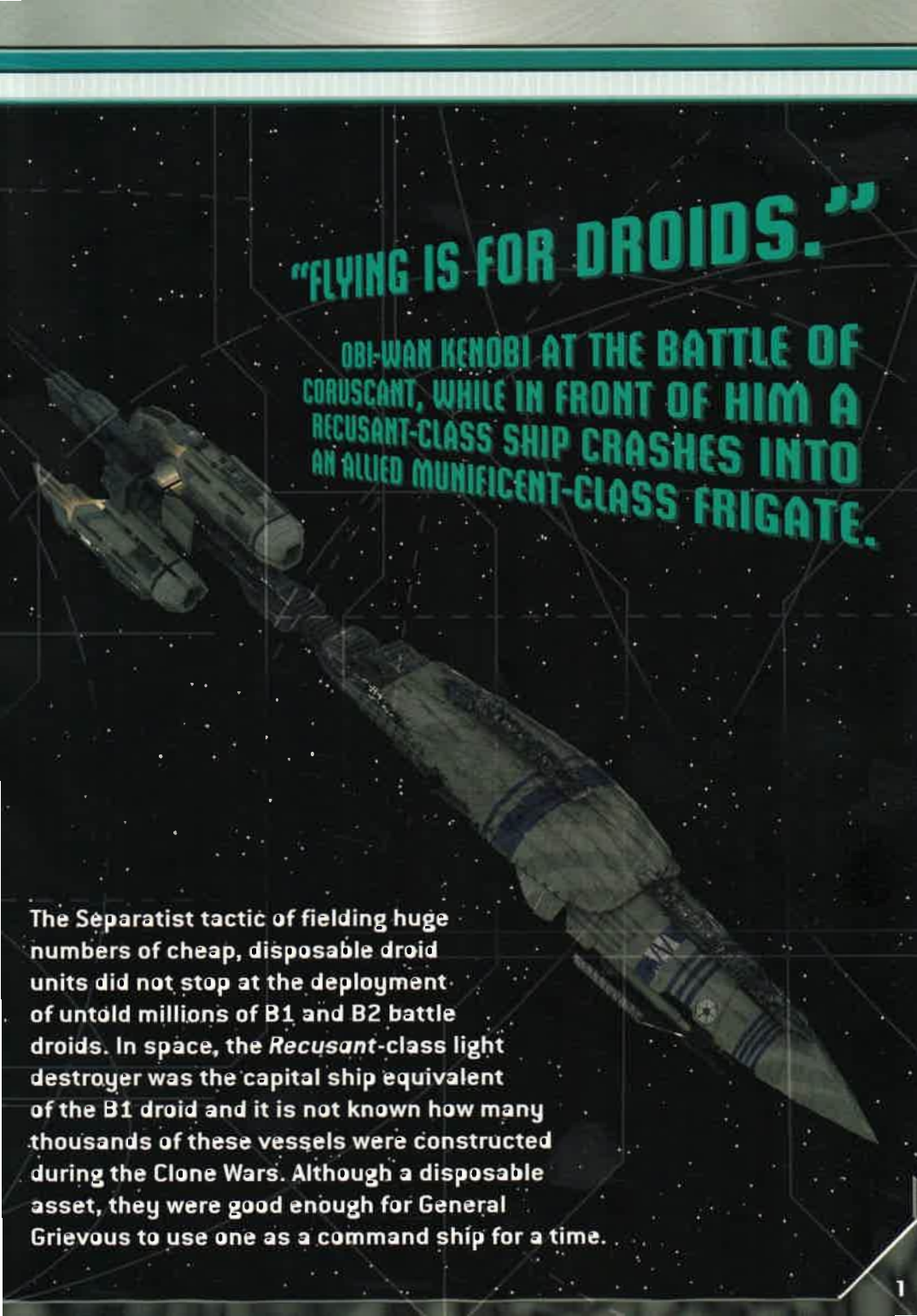
STAR WARS



"FLYING IS FOR DROIDS."

OBI-WAN KENOBI AT THE BATTLE OF CORUSCANT, WHILE IN FRONT OF HIM A RECUSANT-CLASS SHIP CRASHES INTO AN ALLIED MUNIFICENT-CLASS FRIGATE.

The Separatist tactic of fielding huge numbers of cheap, disposable droid units did not stop at the deployment of untold millions of B1 and B2 battle droids. In space, the *Recusant*-class light destroyer was the capital ship equivalent of the B1 droid and it is not known how many thousands of these vessels were constructed during the Clone Wars. Although a disposable asset, they were good enough for General Grievous to use one as a command ship for a time.

THE *RECUSANT*-CLASS LIGHT DESTROYER

COMMERCE GUILD SUPPORT SHIP

Based on designs stolen by members of the Quarren Isolation League, the *Recusant*-class light destroyer was at least as numerous as the smaller *Munificent*-class frigate, but with the firepower to threaten the Republic's Star Destroyers.

As with the *Munificent*-class, the Recusant was built quickly and cheaply, giving it a skeletal look that added to its threatening aura. Unlike the smaller frigates, however, it did not rely on tensor fields to hold it together. Lightly armoured and shielded, it was however hugely over-armed. Rarely deployed in groups of less than four, this made the Recusant a significant threat to Republic shipping and a real issue for the navy.

At 2542 meters long, a *Recusant*-class vessel was just longer than the Republic's *Venator*-class Star Destroyer. While the latter was better armoured, faster and more manoeuvrable, the Recusant had the edge on weapons thanks to the huge forward-mounted heavy turbolaser cannon. Unlike the *Munificent*-class ships, the Recusant was not designed to land troops for ground assaults. Instead, its 40,000-strong battle droid complement, held deactivated in deployment racks, were reserved for boarding actions. The *Recusant*-class ships were the vessel of choice when the CIS leaders required captured Republic ships for covert operations.

As the standard *Recusant*-class destroyer had no hangars, it didn't have an established starfighter complement. However, it was

normal procedure for Vulture droid starfighters to 'roost' in the hollow hull sections of the destroyer, ready to provide fighter cover. The habitable decks, occupied by the small crew and any passengers, were a messy affair. The short, relatively narrow green-lit corridor sections undulated and turned sharply around vital components and conduits, making detection and defence difficult in the event of an incursion. Furthermore, the hollow superstructure made the ship very vulnerable if its shields failed.

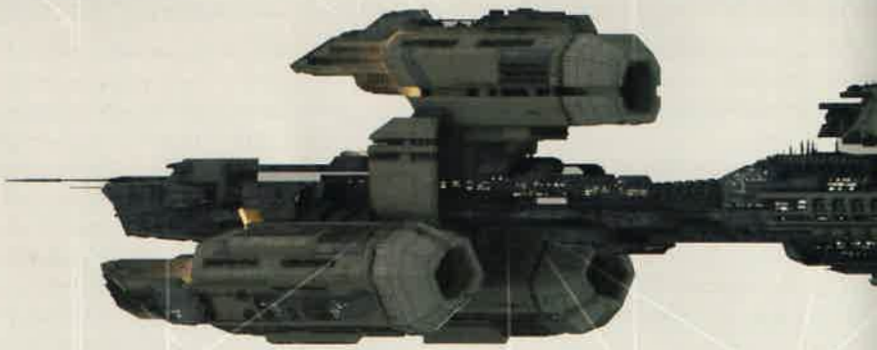
Not Too Bright

Though the Recusant was a firepower match for the Venator, it had several disadvantages beyond lacking the Republic Star Destroyers' heavier armour and shields. As has been said, the Separatist ship was slower and less agile, thanks in the main to its lesser reactor and the three cheap, inefficient thrusters located at the rear of the ship, some distance from the main reactor. These thrusters were notoriously vulnerable. During the battle of Coruscant, for example, Obi-Wan Kenobi and Anakin Skywalker were able to fly through the wreckage of a thruster quickly and utterly destroyed by fire from a Star Destroyer. All of this was, however, as nothing compared to the primary weakness of the *Recusant*-class light destroyer. The droid brain that operated the ship, supported by a skeleton crew of 300 other droids, was notoriously single-minded and slow to react. In complex pitched battle, it was not unheard of for the destroyers to collide with other vessels, as happened at the Battle of Coruscant.

GRIEVOUS DAMAGE

THE *RECUSANT*-CLASS LIGHT DESTROYER IN ACTION!

Before the Clone Wars, the Commerce Guild had a considerable fleet of *Recusant*-class light destroyers, more often referred to as 'support ships'. They were spread across the galaxy, defending the interests of the Commerce Guild – usually to the extreme cost of business opponents.



When Shu Mai, then Presidente of the Commerce Guild, brought her organisation into the Confederacy of Independent Systems, Count Dooku was presented with a vast fleet of ships, including many thousands of Recusant destroyers. As the war saw these whittled down, many more were built to replace them. With the Commerce Guild now allied with many other huge corporate entities, the flood of raw materials allowed the Free Dac Volunteers Engineering Corp and Hoersch-Kessel Drive, Inc. to launch into full-on mass production of the *Recusant*-class ships.

Hunting Pack

A Recusant destroyer could be used to attack lightly armed and defended Republic merchant shipping, but the true tactical value of the craft came in groups of four or more. Properly supported and managed, Recusants could take on and easily overpower Republic Star Destroyers. However, there was a lone Recusant destroyer that was not the easy target it appeared.

Lone Wolf

General Grievous, the Supreme Commander of the CIS droid armies, used a converted Recusant destroyer as a command ship on at least two occasions. Close to the

"Get me a tractor beam lock on Kenobi's ship and prepare a boarding party!"

General Grievous at Saleucami

Arda System, Grievous' ship utterly overpowered the flagship of Jedi General Eeth Koth – the *Venator*-class Star Destroyer *Steadfast*. Grievous used B2 battle droids to engage the clone troops while he and his MagnaGuards, accompanied by commando droids, captured Koth on the bridge of his ship. Grievous used Koth as bait to draw other Jedi to him. Over Saleucami, the cyborg general engaged Republic cruisers intent on rescuing Master Koth. Ultimately, Grievous had to flee, leaving his damaged but still serviceable ship behind.

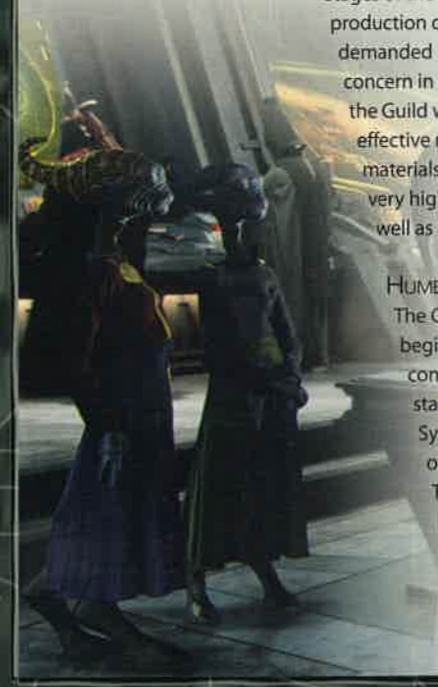
Modifications

The *Recusant*-class vessel Grievous used had a number of alterations that, while maintaining the appearance of a standard vessel of the class, made it the equivalent of a far tougher ship. Firstly, the ship was not piloted by the usual less-than-impressive droid brain. Instead, a crew of OOM-series pilot droids took orders directly from the general or his T-series tactical droid commander, TV-94. Additional weapons and better gunners, along with Grievous' tactical genius, allowed the ship to deal with Koth's Star Destroyer with only limited assistance from *Munificent*-class support ships. Modifications to the engines meant that the ship was more manoeuvrable than the standard Recusant, though TV-94 recognised it was still not as fast nor as agile as the Republic ships sent against it at Saleucami. Grievous' ship included hangars for starfighters and shuttles, as well as a docking point for a C-9979 landing craft on the bottom of the ship. Fortunately, all of these modifications were unique to Grievous' ship.

THE COMMERCE GUILD

VORACIOUS CONGLOMERATE

Though the Old Republic had several commerce guilds (loose groups of like-minded corporate bodies), there was only one Commerce Guild in capital letters. This labyrinthine organisation was one of the major players in the Confederacy of Independent Systems.



The Commerce Guild made its immense fortune from the fact that it was composed of companies and corporate bodies which were specialised in all stages of the acquisition, refining and production of the raw materials demanded by every industrial concern in the galaxy. As a result, the Guild was able to command an effective monopoly of certain materials that guaranteed it a very high degree of influence, as well as an incredible income.

Humble Origins

The Guild proudly traced its beginnings to trading concerns on a large space station in the Bpfassh System, in the Sluis sector of the Outer Rim Territories. Various leaders of the Guild, bearing the title Presidente, spoke of how even an infiltration attempt by Dark Jedi couldn't stop the Commerce Guild – in fact it was Jedi sent by the Republic who dealt with the problem. Even 700 years before the Guild joined the CIS, they had a reputation for bullying behaviour. On the trading station, those running businesses had to do as they were told, pay the exorbitant rents, shipping and customs taxes, or be frozen out.

Good For Guild Business

By the latter years of the Old Republic, the Commerce Guild had accrued such financial power and political influence that it could dictate its own business terms across the entire galaxy. Resistance was dealt with through subtle pressure when dealing with clients of equal stature, or outright assault when dealing with irrelevant smaller entities. The Guild had considerable droid security forces. Businesses were forced to join the Commerce Guild. Whole planets were bought up. To ensure its operations went unchallenged, the Guild had corrupt

PROFILE

The Commerce Guild

Homeworld
Castell

Type
Galactic corporate conglomerate

Interests
Acquisition, refinement, production of raw materials

Weapons
Punitive Security Forces droid army

Affiliation
Confederacy of Independent System

"We are always eager to take advantage of shifting political realities."

Shu Mai, speaking as Presidente of the Commerce Guild

Senators and other such officials in place to smooth the way. When the Separatist Crisis began, the Guild leapt at the chance to acquire, often forcibly, any business interests they desired. Bereft of the protection offered by the Republic, entire sectors became property of the Commerce Guild.

The Punitive Security Forces

The forces of the Commerce Guild were dominated by their droid armies. However, at their core were divisions of organic troops. These were, by the time of the Clone Wars, predominantly Gossam – the same species as Guild Presidente Shu Mai. Even the droid forces were commanded by Gossam, though this would change when the Punitive Security Forces droids were absorbed into the greater Separatist droid armies, commanded by General Grievous.

Spider Droids

Originally developed to deal with striking miners on Commerce Guild-controlled worlds and to punish non-payers of Guild taxes, the DSD1 dwarf spider droid became one of the core units of the Separatist armies. Its main weapon was its heavy blaster cannon, but it also had an immensely dangerous self-destruct.

Standing nearly eight metres tall, the homing OG-9 spider walkers were intended as anti-vehicle weapons. Slow, with vulnerable legs, they were almost always fielded with a unit of two to four DSD1 dwarf spider droids to help protect them from infantry.

The heavily armed and armoured A-DSD advanced dwarf spider droid attempted to address many of the weaknesses of the DSD1. It carried

the same heavy blaster cannon, but also two fire-linked missile launchers. Luckily for Republic forces, the armour was relatively easy to blast clean off, and the single sensor eye remained a key vulnerability.

Spelunker Droid

Originally designed to explore for minerals, this tough, armoured droid was adapted for military use by the CIS during the Clone Wars. Given better lasers and military grade mines – which could be set off remotely or by movement – they were also fitted with holographic cloaking arrays for camouflage. These droids were responsible for the destruction of the Jedi Crystal Cave on Ilum.

Commerce Guild Fleet

The Guild had a number of vessels at its disposal. They found little use for starfighters, though used a number of different bombers to 'remind' clients of the need to settle their bill. Corvettes and *Diamond*-class cruisers could deliver security forces to their targets, while the *Recusant*-class light destroyer could blockade planets, orbital stations and deep space facilities.

"The Commerce Guilds does not at this time wish to become openly involved. But we shall support you in secret, and look forward to doing business with you."

Shu Mai to Count Dooku on Geonosis

DIAMOND-CLASS CRUISER

COMMERCE GUILD COURIER

Passed off to the galaxy as the *Diamond*-class courier ship, the Commerce Guild cruiser served a more dangerous role. This was the vessel that those who opposed the Guild in any way most feared to see arrive on their world.

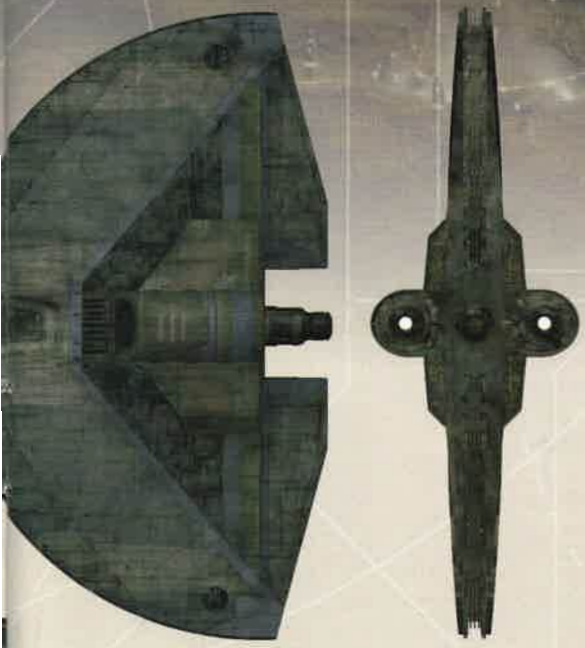
The *Diamond*-class cruiser, with its semi-circular form, stood two hundred metres tall on landing, thanks to its unusual vertical position. In atmosphere, it was fast enough for a ship of its size, with a maximum speed of 1450km/h thanks to the three sublight engines. Its real speed came when travelling through hyperspace. The cruiser had a Class 0.75 hyperdrive, slashing journey times and leaving similar ships far behind. It was lightly armed, with only two batteries of laser cannon, but was well armoured and well shielded. This was, it could be argued, typical for a courier vessel. However, the message that the *Diamond*-class ship carried was not one most would like to hear.

Deadly Cargo

The crew was a small one, with only 148 individuals. The ship could carry just under 1400 tonnes of cargo, and could comfortably carry 45 passengers. It could operate without resupply for three standard months. The rest of the considerable space aboard the ship was devoted to carrying 600 OG-9 homing spider droids and 2400 DSD1 dwarf spider droids. Make no mistake, the *Diamond*-class cruiser was part of the arsenal of the Punitive Security Force.

Geonosis

When Guild Presidente Shu Mai travelled to Geonosis for the meeting of the council of the Confederacy of Independent Systems, aboard her personal and modified *Diamond*-class cruiser, 40 other cruisers accompanied her to restock their battle droids at the Geonosian foundries. When the First Battle of Geonosis began, the Commerce Guild ships sought to escape. Thirty-six did so, including Shu Mai's vessel. Thereafter, the *Diamond*-class cruisers played only a limited part in the Clone Wars, leaving much of the fighting to more appropriate ships.



Diamond-class Cruiser PROFILE

Manufacturer
Commerce Guild

Size
200m high

Speed
1450km/h in atmosphere

Hyperdrive
Class 0.75 (Class 4.0 backup)

Weapons
2x laser cannon batteries

Crew
148

Droid complement
600x OG-9 homing spider droids, 2400x DSD1 dwarf spider droids

Affiliation
Commerce Guild

COMMERCE GUILD DESTROYER

LIFE AFTER THE COMMERCE GUILD

At the end of the Clone Wars, after the execution of Presidente Shu Mai on Mustafar, the Empire quickly moved to absorb all of the assets of the Commerce Guild. The *Recusant*-class destroyer had no place in the Imperial Navy, and remaining vessels were scrapped or sold on. In Outer Rim Territories, the Corporate Sector Authority made use of some of the old ships by arrangement with the Empire, as well as taking over a large part of the surviving CIS droid forces.

COMMERCE GUILD DESTROYER

Type
Recusant-class light destroyer

Designers
Mon Calamari Shipyards

Manufacturer
Hoersch-Kessel Drive, Inc., Free Dac Volunteers Engineering Corps

Size
2543.54m long, 389.96m wide, 470.22m high

Maximum acceleration
2800G

Hyperdrive
Class 2.0 (Class 12.0 backup)

Weapons
1x front-mounted heavy turbolaser cannon, heavy turbolaser cannon, 6x heavy turbol turrets, 5x turbolaser cannon, 30x dual las cannon, 60x point-defence laser cannon

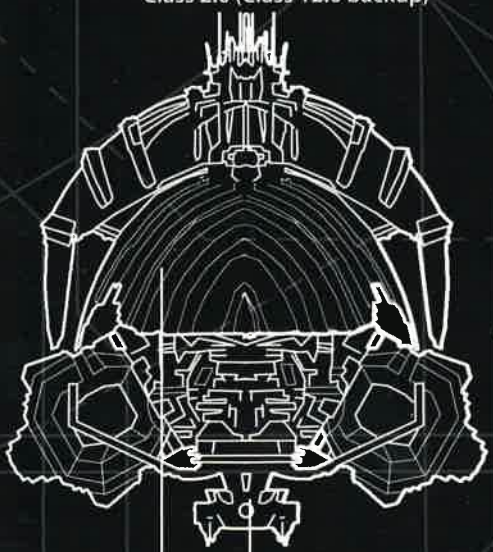
Starfighter complement
maximum 240x *Vulture*-class droid starf (in superstructure)

Battle droid complement
40,000 B1 battle droids (deactivated)

Crew
300

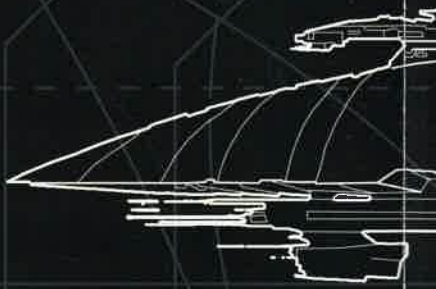
Cargo
10,000 tons

Affiliation
Commerce Guild, Confederacy of Independent Systems



Smooth hull segments guide circulating energy shields

Heavy turbolaser cannon

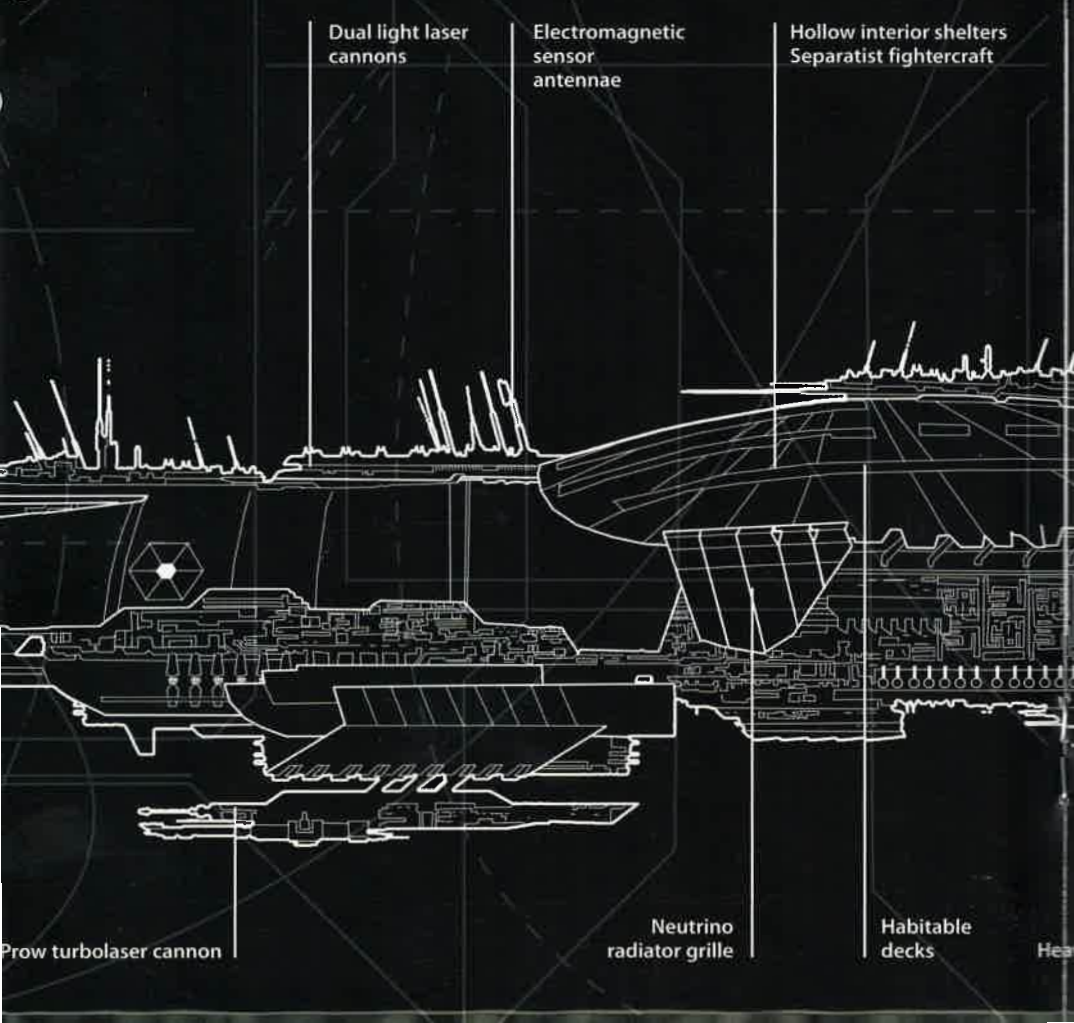


R

on, 4x
laser
ıser

fighters

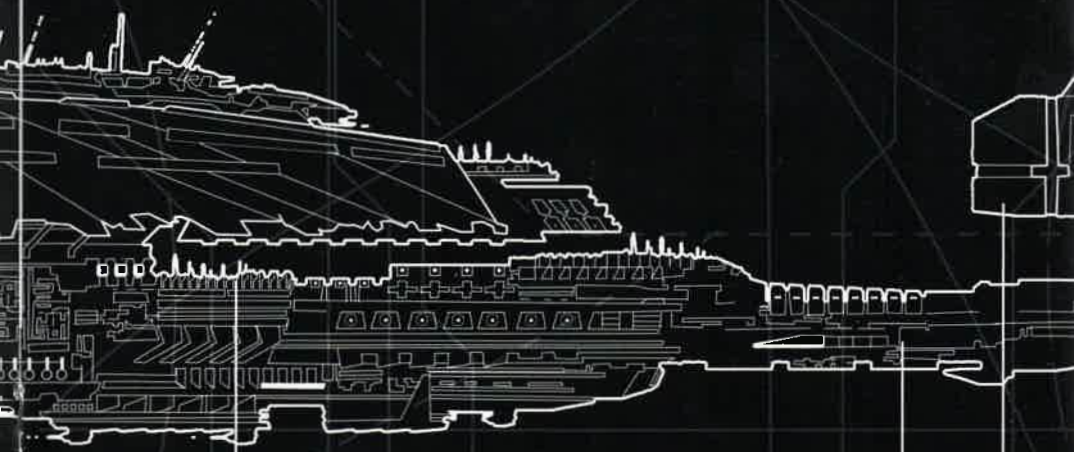
The bridge of General Grievous' personal *Recusant*-cla
based on that of the *Munificent*-class star frigate. This
allowed the ship to be piloted by OOM-series droids un
of Grievous himself or his T-series tactical droid, TV-94



class destroyer was
his modification
under the guidance
94.

The Genera

Grievous' Recusant destroyer had ha
to the structure. As well as giving
somewhere to dock his persona
the hangars gave the ship the pote
a better starfighter complement.
couldn't accommodate the C-9979
that Grievous intended to use
Saleucami. Instead, this vessel ha
port on the underside of the ship. S
hatches inside the Recusant ve
the crew of Grievous' ship to quic
landing craft, making it an effe
vehicle. Sadly for Grievous, the
damaged by debris while escaping fr
forces, forcing the General to abando
to escape pods to land on the p



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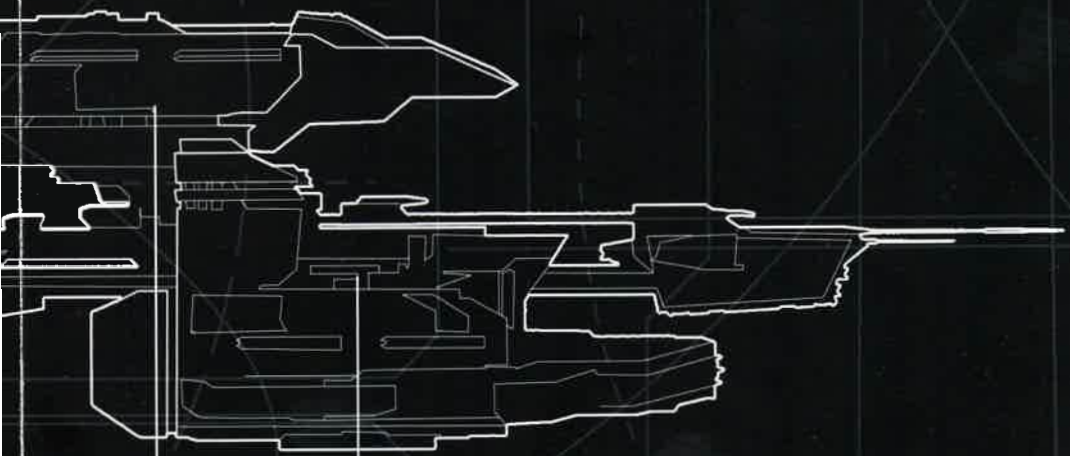


OPPO RANCISIS

TAIL OF A JEDI

Hailing from the planet Thisspias, in the Expansion Region, Oppo Rancisis was a reptilian Thisspiasian male. He was the son of the ruler of his homeworld, as his mother was Blood Monarch. However, after it was found that Oppo was Force Sensitive, his future did not turn out in the way that his mother hoped.

Rancisis' mother readily gave her son over to the Jedi Order for training on Coruscant. Much as Quinlan Vos' relatives hoped he would return to aid them when his training was complete, and as Ki-Adi-Mundi had returned to be Journeyman Protector of Cerea, the Blood Monarch of Thisspias hoped her son would return to aid their world. When she died during his training, so the throne was offered to him. However, he refused it, choosing to stay with the Order, so the throne passed to his sister.

A Long Tale

Oppo Rancisis began his training nearly 200 years before the fall of the Jedi, studying under Yaddle as her Padawan and receiving tuition from Yoda, for whom he was often a difficult student. However, Rancisis rose easily to the rank of Jedi Knight. He had a keen grasp of military strategy, though he was the leader of the Jedi Council of Reconciliation which was committed to peaceful resolution of the Republic's many potential conflicts. He was also a member of the Jedi High Council.

Conflict

Master Rancisis was one of the few Jedi who mastered the battle meditation, a technique which allowed better co-ordination between allied forces, while disrupting morale and concentration within opposing forces. Oppo used this meditation to great effect during one of the rare occasions when he directly led troops. During the Clone Wars, Rancisis mostly stayed at the Jedi Temple to help co-ordinate over all strategy. However, he was the Jedi General on site during the Siege of Saleucami, and used the battle meditation to co-ordinate the Republic's troops. Unfortunately, dark side acolyte Sora Bulq saw this as an opportunity to ambush and assassinate an exhausted Rancisis, and managed to kill the venerable Jedi Master.

Oppo Rancisis was one of the few Jedi to master the battle meditation.

Thisspiasians

This sentient species of reptiles had two-metre-long tails. They evolved long hair and 'beards' to help keep biting insects off their heads and faces. Thisspiasians had four arms, but the lower, shorter pair were kept out of sight unless needed for combat.

PROFILE

Oppo Rancisis
Homeworld
Thisspias
Species
Thisspiasian
Gender
Male
Height
1.38 (seated, tail coiled)
Weapon
Lightsaber
Affiliation
Jedi Order

THE STARK HYPERSPACE WAR

FIRST STRIKE

When Senator Padmé Amidala and her allies in the Galactic Senate sought to oppose the creation of a Grand Army of the Republic, they were staunchly opposed by a group including many veterans of the last great conflict before the Clone Wars – the Stark Hyperspace War.

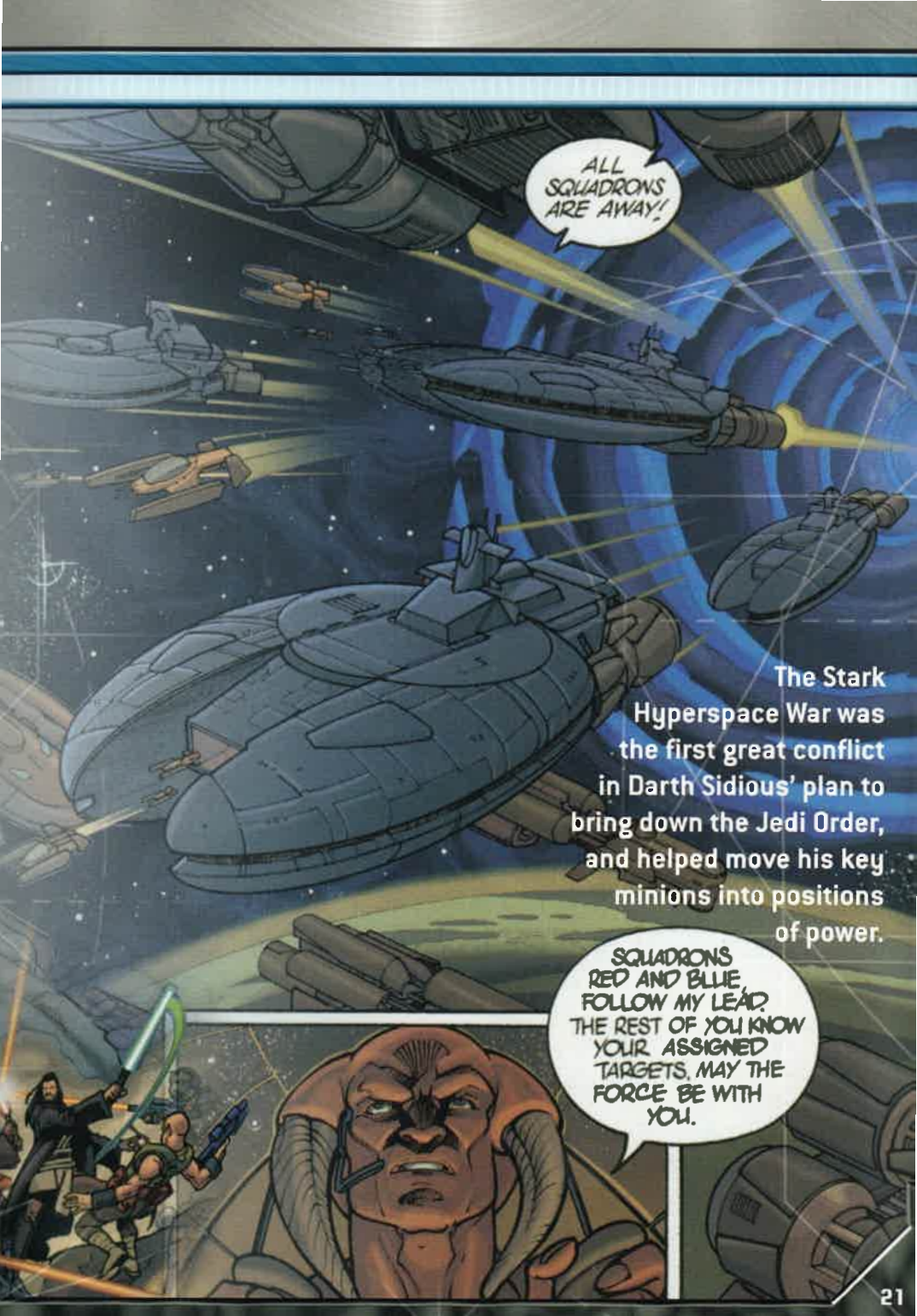
The Hyperspace War was named after a smuggler called Iaco Stark, who ran an organisation called the Stark Commercial Combine. Stark was a devious strategist, always looking to turn a profit. His considerable charisma had united an unlikely fleet of ships belonging to fellow smugglers, as well as bounty hunters, pirates and mercenaries. The Combine's attacks on Trade Federation shipping were the catalyst that sparked the conflict – but all was not as it seemed.

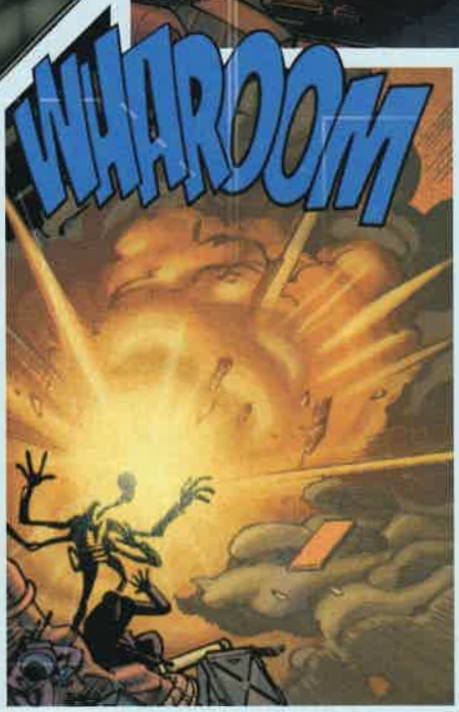
Deception

Stark was a hero in the Outer Rim. He stole from the likes of the Trade Federation and then undercut them at market, selling on the goods. However, Stark's real genius was in selling an intricate plot to the Trade Federation hierarchy and to Xucphra, the main bacta supply corporation to the Republic. Stark had developed a virus that crippled navigational computers. His plan was nothing less than to destroy the Republic by shutting down all of its shipping. Stark, the leader of the Trade Federation, Hask, and the head of Xucphra, Adol Bel, kept the plan to themselves – even their own people were unaware.

The Conflict Begins

After the destruction of Xucphra's vital bacta refinery on Thyferra, and Stark's bold raids on Trade Federation bacta-supplies in the Outer Rim, Minister Nute Gunray of the Trade Federation called for the Senate to allow the Trade Federation to arm themselves in the face of such violence. At the same time,


ALL SQUADRONS ARE AWAY!
The Stark Hyperspace War was the first great conflict in Darth Sidious' plan to bring down the Jedi Order, and helped move his key minions into positions of power.
SQUADRONS RED AND BLUE, FOLLOW MY LEAD. THE REST OF YOU KNOW YOUR ASSIGNED TARGETS. MAY THE FORCE BE WITH YOU.



Senator Ranulph Tarkin of Eriadu demanded the Senate create a standing army and navy, a force he secretly sought to lead – along with ruling the whole Republic. In the end, a diplomatic solution was reached, with Senator Finis Valorum and members of the Jedi Order organising a meeting between Stark, Gunray and Valorum on Troiken, with the Jedi moderating. It was, of course, a trap.

Ambush On Troiken

While the Jedi and Senate sought a peaceful solution to the conflicts in the Outer Rim, Senator Tarkin made a deal with Nute Gunray. He had gathered a large military and naval force together with the intent of ambushing Stark's smaller fleet while the negotiations were underway. Gunray was to broadcast a signal to Tarkin when the meeting started. This he did, but he was unaware that the signal also transmitted the navicomp virus to Tarkin's ships – Stark had been tipped off well in advance. While Stark and his team pulled guns at the negotiations, Tarkin's fleet – reduced to a few ships by the virus – was ambushed and destroyed. Fighting broke out on Troiken, and the survivors of both battles made for Mount Avos. A siege of the mountain began.

During the siege of Mount Avos, Padawans Obi-Wan Kenobi and Quinlan Vos met and became firm friends, despite nearly being killed by challat eaters.

Sidious' Victory

To get political support from Eriadu, future Supreme Chancellor Valorum had to declare Ranulph Tarkin a hero, helping one Wilhuff Tarkin to rise to prominence. Meanwhile, Nute Gunray became a hero of the Trade Federation, helping him become Viceroy. Meanwhile, Stark went to work for the Commerce Guild, where he was very successful in boosting their profits. The Stark Veterans Assembly continued to call for the creation of a Republic Military. The only clear winner of the Hyperspace War was Darth Sidious.

The Thyferra Connection

On Thyferra, Master Tholme and his Padawan Quinlan Vos discovered the bacta plot. Attempting to reach Coruscant, the two Jedi instead ended up on Troiken at Mount Varos when the Combine took control of the Trade Federation ship they stowed away on. In the mountain, Jedi Master Plo Koon found he could read Stark's mind, gaining advance warning of any assaults. Only this way were the Republic forces able to hold off their attackers. Stark, meanwhile, was having trouble keeping his men on side as the battle dragged on.

The War Ends

With Gunray and Valorum smuggled back to Coruscant, the Senate voted not to surrender to Stark, but the force on Troiken was abandoned – it had been an unsanctioned operation. Instead, the Jedi Order struck a deal with Minister Nute Gunray – the Neimoidian would send Trade Federation ships, backed up by Jedi, to destroy the Stark Combine. Gunray agreed after Mace Windu threatened to reveal the Federation's part in the bacta plot. The substantial fleet successfully destroyed Stark's forces, helped by Stark himself who, talking telepathically through Plo Koon, had realised his position was untenable. Tarkin, rather than let the Combine forces be trapped and captured, blew himself up to release carnivorous insects that devoured his opponents. The war was over, but many hundreds had been killed, and the compromises that ended it were muddy and unsatisfactory.

FAR FROM GRIEVOUS

DESIGNING THE DROID GENERAL

The brief to the Episode III Art Department from George Lucas was a simple one – design a general for the droid army. But this was the principal new bad guy for *Revenge of the Sith*! A simple brief, certainly, but the pressure was on... Fortunately, the Art Department quickly rose to the challenge.

The initial request came in to the Art Department on 8 November 2002. Lucas had left the look entirely up to his artists, even stating that the general could be part alien or part droid. The main thing was that it needed to be immediately apparent on seeing the character that this was a villain. With a deadline of 15 November, everyone in the Art Department had a go at a concept design.

Full On

The concepts handed in varied from a creepy, blue-skinned child in a hover chair to a hulking, part-masked cyborg. Iain McCaig created a sinister winged female and a horned 'boneheaded' alien. Erik Tiemens painted a nightmarish droid with a mouth and insides that glowed like a furnace. In the end, Warren Fu came up with a clean, white, but unmistakably evil droid design.

"Darth Vader is black, so I went with pure white. In the Chinese culture, white means death" Fu said. The head of what became the general's droid guard is actually the back of a spray nozzle. I was just trying to carry on the Star Wars tradition of taking pieces of junk and turning them into something."

Refining the Design

Meetings at the end of November and the beginning of December in 2002 took Fu's design and further refined it. As was hinted at in the earlier quote,

Warren's original design for the general became his MagnaGuard, while a sepia-toned sketch became the look of Grievous.

"George went right up to this drawing and said, 'That's the one'. I mentioned that the general might have organic eyes, and he said, 'Now that's interesting'." Warren Fu.

On 4 March 2003, Robert Barnes showed off his sculpture of Grievous. This was approved by George Lucas. Additions to the general made at this meeting included the organ sac hidden behind the chest plates, as well as confirmation of the organic eyes. Barnes had designed the sculpture in close consultation with the other artists in the department. It was then handed over to animators at ILM to create the final look, and to create the unique movement and fighting styles that made General Grievous such a successful part of Episode III.

Elite Droid

"We stuck everyone's favourite parts into the sculpture, with the idea that Grievous is an elite droid, so he wouldn't have anything reminiscent of standard droids. I came up with opposing split arms, because of the way the forms were developing."
Concept Sculptor Robert Barnes

THE *RECUSANT*-CLASS LIGHT DESTROYER

MARKING SPACE

CREATING THE COMMERCE GUILD SUPPORT SHIP

1 The Commerce Guild ship began life as an unused design for a Rebel ship in *Return of the Jedi*. Here it is in an Episode III production painting.

2 The look of the ship was approved early on in production, with the ship remaining largely unchanged from mid-2002.

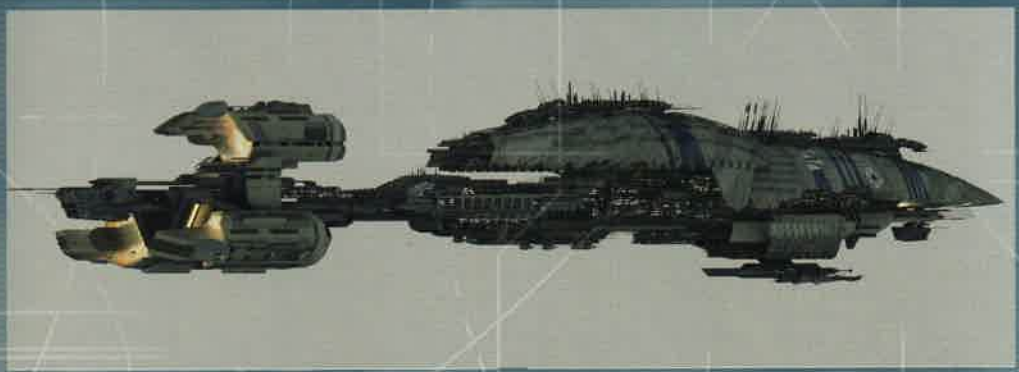
5 During this close fly-past, the audience saw the skeletal and hollow superstructure of a Recusant.

6 Recusant ships are seen crashing into other craft – proof that their droid brains are not very bright.

Nothing is ever wasted in the production of a massive film series such as the *Star Wars* saga. During the making of the original trilogy, a number of designs were left unused, with some of them being picked up many years later. This was the case with the *Recusant*-class light destroyer.

3 As with all of the capital ships, both Separatist and Republic, the *Recusant*-class ships had an important role in the scene the battle above Coruscant.

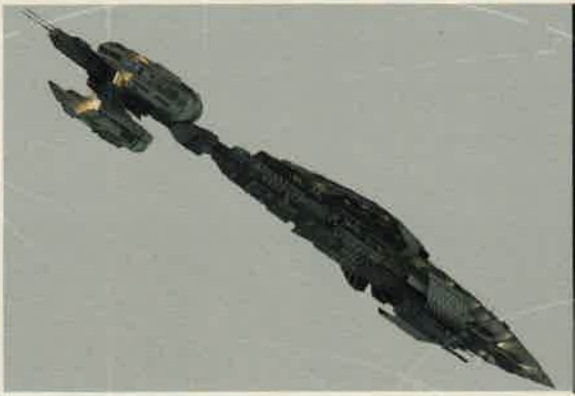
4 The ships acted as reference points within the melée, making it easier to keep track of where things were for the animators and the audience.



7 The engines of the Commerce Guild ship are set far away from the main body of the vessel.

8 The bridge of the ship projects out above the prow of the craft.

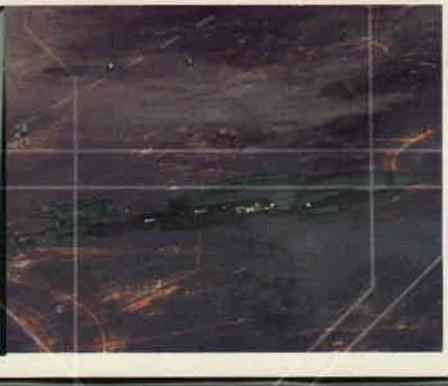
DID YOU KNOW?



1 What type of reactor does the ***Recusant*-class** light destroyer use?

2 Recusant vessels are seen crashing into two ships during the Battle of Coruscant – what were they?

3 The standard ***Recusant*-class** light destroyer has hangar space for how many droid starfighters?



ANSWERS:

1. It has a hypermatter reactor that uses 8,600 tons of fuel per second.

2. The *Recusant*-class is seen hitting a friendly *Munificent*-class frigate and a Republic *Venator*-class Star Destroyer.

3. Trick question – the standard ship has no hangars. 240 *Vulture* droid starfighters can roost in the hollow superstructure.

SACORRIA – SULLUST

Sacorria
Region: Core Worlds
System: Sacorrian System

This agrarian world was settled by Corellians, Selonians and Drall and was ruled by the secretive, dictatorial Sacorrian Triad of one of each peoples. They discovered the purpose of the mysterious Centrepoint Station, using it as a weapon to try to win independence from the New Republic Insurrection.

Saleucami
Region: Outer Rim Territories
System: Saleucami System

Owned and occupied by the Techno Union, this was a dry world, but the caldera left by volcanic activity acted as habitable oases, filled with plant and animal life. The CIS had a cloning facility on the planet that was the centre of a long and bloody conflict near the end of the Clone Wars.

Selonia
Region: Core Worlds
System: Corellian System

This was one of five planets, called the Five Brothers, moved to its location by mysterious beings called The Celestials, many millennia ago. Its vast oceans contained many islands linked by tunnels dug by the Selonians. During the First Corellian Insurrection, the Selonian Overden took over the planet.

Sernpidal
Region: Outer Rim Territories
System: Julevian System

Sernpidal was unremarkable – dusty and dry, dotted with agricultural settlements. It would have remained so had it not been the first target chosen by the invading Yuuzhan Vong. Chewbacca sacrificed his life saving Anakin Solo as the moon of Dobido fell on Serpindal, drawn by Vong technology.

Sluis Van
Region: Outer Rim Territories
System: Sluis System

Homeworld of the Sluissi, the planet was known for its vast orbiting shipyards. Long years of supporting the Old Republic ended as Sluis Van joined the Separatists. Besieged by the Republic, it held out, only to be absorbed into the Empire after the war. It then declared for the New Republic.

Sullust
Region: Outer Rim Territories
System: Sullust System

The Sullustans joined the Old Republic early on. However, the SoroSuub Corporation, which employed around one half of the population, declared for the CIS. This led to years of dictatorship, brought to an end shortly before the Battle of Yavin by Sullustan rebels.

IN THIS ISSUE

WITH ISSUE 77:
COMMERCE GUILD SUPPORT SHIP

Model unavailable for photography at time of going to print.

IN YOUR NEXT ISSUE

WITH ISSUE 78:
WOOKIEE CATAMARAN

Model unavailable for photography at time of going to print.

77
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